The Australian Game Developers Conference 2005

Harnessing the Future...Schools and Computer Games Summit

A one day forum showcasing powerful opportunities for schools to engage with computer games.

Presented by:
The Academy of Interactive Entertainment Ltd.
and
Australian Centre for the Moving Image
In association with:
The Australian Game Developers Conference

Date:
Wednesday, 30 November 2005.
Venue:
Australian Centre for the Moving Image
Federation Square, Flinders Street, Melbourne

AIE
The Academy of Interactive Entertainment Ltd

ACMI
Australian Centre for the Moving Image

agdc
The Australian Game Developers Conference

Most School Students Play Video Games – Most School Teachers Do Not.

And though this will change over the next fifteen years the challenge for many primary and secondary schools **now** is how to be comfortable with games, how to harness their motivational appeal and how to help their communities to understand this very powerful medium.

The Electronic Games industry is now a multi-billion dollar industry world-wide with revenues rivaling those of film box-office. In Australia, the industry is well respected and growing yet there is still a generational divide and much mythology surrounding games.

There has been a proliferation of higher and vocational education providers offering Electronic Games courses over the last few years but no corresponding increase in games study in schools. A great deal of negative publicity and media stereotyping has, understandably, caused many schools to be wary of the whole electronic games area. Indeed there is still an attitude in some schools that video games are 'the enemy'. Yet, increasingly, video games are a powerful learning tool and interactivity a preferred learning method amongst primary and secondary school students. It is also important to note that skills learned in the programming and 3D art and design paths of games development are increasingly portable, providing enabling skills transferable to a growing number of industry areas

The Schools and Computer Games Summit will be a highly practical day involving teachers, careers advisors, game developers, educational leaders and researchers.

It will focus on strategies to enable teachers to introduce video game studies into the curriculum. It will look at video games as an emerging new medium and how it can be critically explored and examined. The day will also cover how students can start thinking about game development by making games themselves.

Canberra Technology Park
Phillip Avenue
PO Box 7131
WATSON ACT 2602 AUSTRALIA

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ABN 5108 4159 437
Australia AIE Telephone: +61-2 61625100
AGDC Telephone: +61-2-6162 5140
Facsimile: +61-2-6242 5090
www.agdc.com.au
www.aie.net.au

AUSTRALIAN GAME DEVELOPERS CONFERENCE 2005
DEVELOPING DREAMS
Federation Square, Melbourne   1-3 December 2005

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AIE The Academy
of Interactive
Entertainment Ltd

By the end of the day, participants will go away with:

- A knowledge of games, the games industries and career opportunities for students.
- An appreciation of what is needed to introduce games into the curriculum.
- An understanding of how to use games and interactive entertainment as a stimulus for rich tasks across the curriculum.
- An awareness of how games are already being used in many fields of study including other Australian schools.

Who should attend?

Education decision makers, principals, education managers, careers advisors, teachers of media, art, I.T., multimedia, curriculum developers, researchers, parents and anyone with an interest in this area.

Draft Program

Time		Topic
9:00am	**Registration**	
9:30am	**Start and Introduction.**	
9:45am	**Overview of game industry**	Industry history, facts, figures. Learning through interactivity----summary of research. Are games bad for us ? What are Games and how are they made?
11:00am	**Tea Break**	
11:15am	**Industry Panel**	Leading Game Developers answer questions and address the future
12:00pm	**Lunch**	
12:45—2.00pm	**Media/Arts/ Design/ Humanities focus**	Ten ways to use games in school
	I.T/Programming focus	Building a game in Lab
2.00—3.00pm	**I.T and Games**	Ten ways to use games in school
	Media/Arts/Design/ Humanities focus	Building a game in Lab
3:00pm	**Tea Break**	
3:15pm	**Discussion / Q.A**	Current Best Practice from schools around Australia
4:15pm	**Drinks**	

Note:The day is intended to be informal and questions and comment are encouraged.
School personnel and teachers from around Australia are being invited to contribute their own experiences and best practice examples.
More details of speakers and presenters will be available soon.
Participants will receive a list of resources and contacts to enable on-going networking and facilitation opportunities

* Program subject to change without notification.

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Cost

The cost to attend the Summit is $120.00 including GST per person.
This price includes refreshments breaks, lunch and cocktails.

Registration

Full program and registration details will be available from September on the AGDC website at
www.agdc.com.au.
Expressions of interest can also be submitted on the AGDC website.

Seats are limited.

For further information please contact:

David Giles
Head of School
AIE Melbourne
(03) 9820 8201
davidg@aie.net.au

Ian Gibson
Head of School
AIE Canberra
(02) 6162 5131
iang@aie.net.au

Reading and reference materials:

http://www.marcprensky.com/dgbl/Prensky%20-%20Selected%20URLs(web).htm
--links to a number of sites mostly supporting games in education and schools

www.educationarcade.org
--links to a variety of games in education conferences

http://wistechnology.com/article.php?id=243
--interview with one of the leading advocates of games use in education

http://www.game-research.com/art_games_contructivist.asp
--an interesting overview of how games can benefit learning.

http://www.digra.org/dl/db/05150.28025
--overview of classroom use of computer games in UK from a couple of years ago.

Background links of interest:

http://www.academiccolab.org/resources/gappspaper1.pdf
http://www.game-research.com/art_games_contructivist.asp
http://cognitivedaily.com/?p=43
http://news.bbc.co.uk/1/hi/education/1879019.stm
http://www.sciencenewsforkids.org/articles/20040121/Feature1.asp